

Buttons for Main Dialogs

Use this basic rule to create push buttons which correspond to the ENTER key, PF keys, 3270 keys or BS2000 keys for the main dialogs.

This chapter covers the following topics:

- Maintaining the Buttons for Main Dialogs Rule
 - Overview of Options
 - Defining the Properties for a Push Button
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Maintaining the Buttons for Main Dialogs Rule

The following applies when you have enabled the Function Keys rule and have defined the pattern of the function keys and their location on the characters screens.

You can use the Buttons for Main Dialog rule to create push buttons containing the following:

- the function key label from the character screen (dynamic text),
- an image related to the function key label from the character screen (dynamic image),
- constant text which ignores the function key label from the character screen,
- a constant image which ignores the function key label from the character screen,

To display all defined push buttons

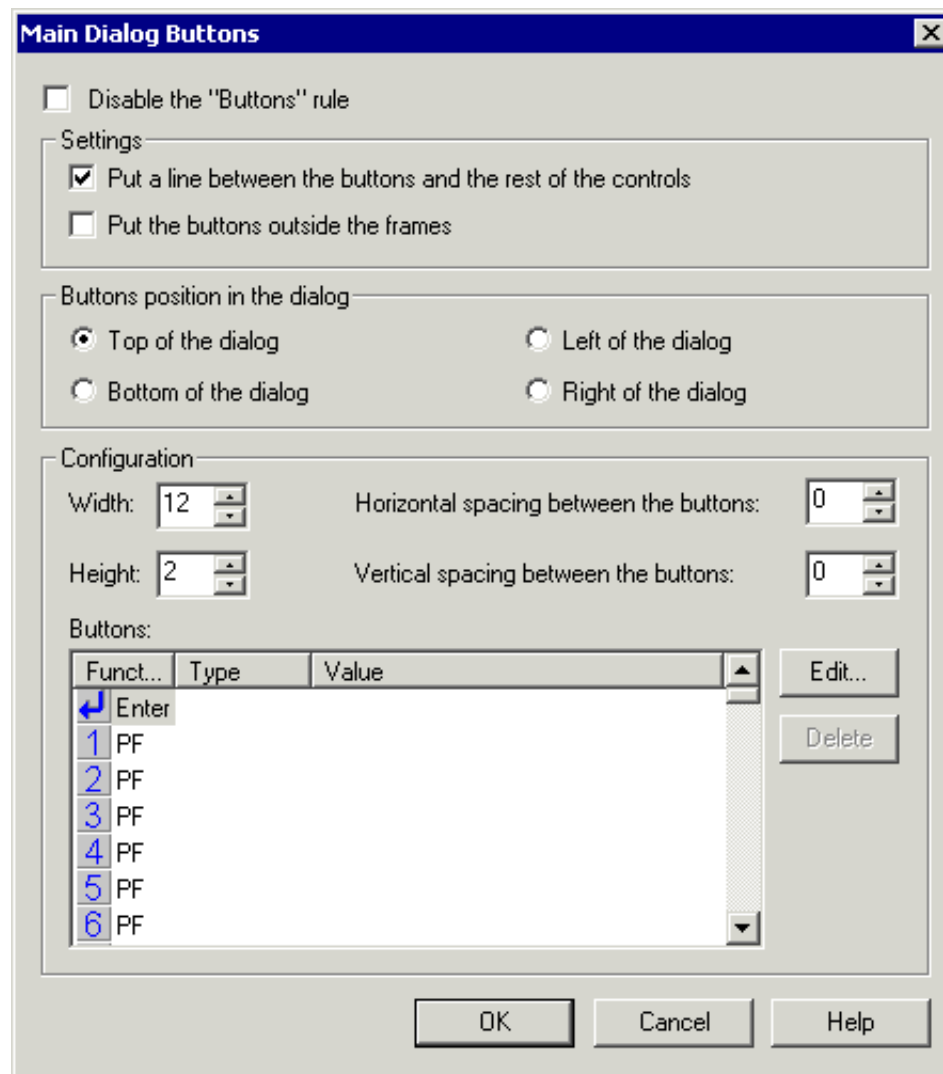
- From the **Basic** menu, choose **Buttons > Main Dialogs**.

The Main Dialog Buttons dialog box appears. When a constant or dynamic image or constant text has already been defined for a push button, this is shown in the Buttons list box.

The following command buttons are available:

Edit	Modify the push button definition for the selected function key. Alternative: double-click a function key. See <i>Defining the Properties for a Push Button</i> .
Delete	Delete the push button definition for the selected function key and reset it to "dynamic text". The function key itself is not deleted.

Overview of Options



Disable the Buttons rule

When this check box is selected, this rule is disabled.

Put a line between the buttons and the rest of the controls

When this check box is selected, a separation line will appear between the push buttons and the dialog.

Put the buttons outside the frames

If you are using, for example, push buttons at the bottom of the dialog (as defined with this rule) and a frame is also shown at the bottom of the dialog (as defined with the Frames rule), you can select this check box so that the push buttons are moved from the bottom of the dialog to a position below the frame.

If you are using frames and select this check box, the push buttons are moved as indicated in the following table:

Frame name	Position of the push buttons	The buttons are moved to a position ...
"TOP"	Top of the dialog	above the frame.
"BOTTOM"	Bottom of the dialog	below the frame.
"LEFT"	Left of the dialog	to the left of the frame.
"RIGHT"	Right of the dialog	to the right of the frame.

Note:

The quotation marks are part of the frame name.

Buttons position in the dialog

Select an option button to define the position in the dialog (top, bottom, left or right) at which the push buttons are to be shown.

Configuration

Specify the size (width and height) of the buttons and the distance between the buttons (horizontal and vertical spacing). To do so, specify the number of characters (1-100) in the corresponding spin boxes. For example, a button for which the width and height have been defined with 1, has the same size as a character. When you change the font, the button is automatically resized to the new font size.

Defining the Properties for a Push Button

The Button Properties dialog box appears when you select a function key in the Main Dialog Buttons dialog box and choose the **Edit** button.

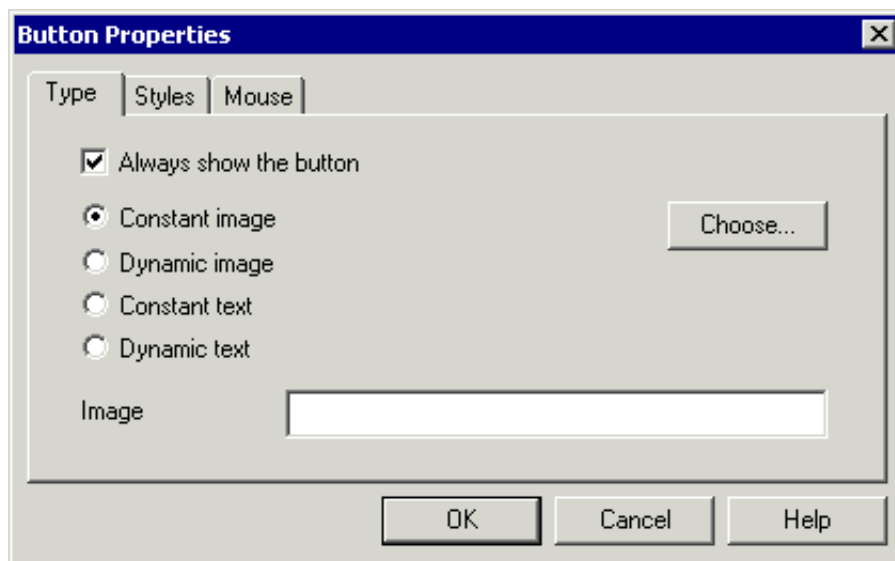
Different pages are available in the Button Properties dialog box:

- Type
- Styles
- Mouse

Type

The Type page is used to define the content of a push button. A push button corresponds to a specific function key.

The content of a push button can be plain text, a constant image or a dynamic image. See also: *General Information on Image Files* in the documentation *Defining the Rules Using the SDK*.



Always show the button

Only available for a constant image or constant text. When this check box is selected, the push button is always shown.

When this check box is not selected, a push button is only shown if the key is detected on the character screen. A prerequisite for this is that the location and pattern of the keys has been defined with the Function Keys rule. For example, when you have defined a constant image for PF1 and this key is not detected on the character screen, a push button is not shown for this key.

Constant image

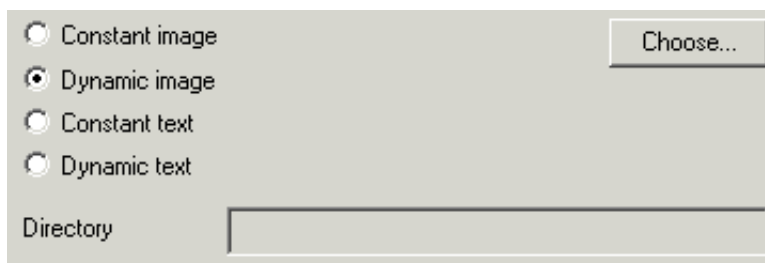
A constant image always shows the content of the same file.

A screenshot of a dialog box titled "Constant image". It contains four radio buttons: "Constant image" (selected), "Dynamic image", "Constant text", and "Dynamic text". To the right of the radio buttons is a "Choose..." button. Below the radio buttons is a text field labeled "Image".

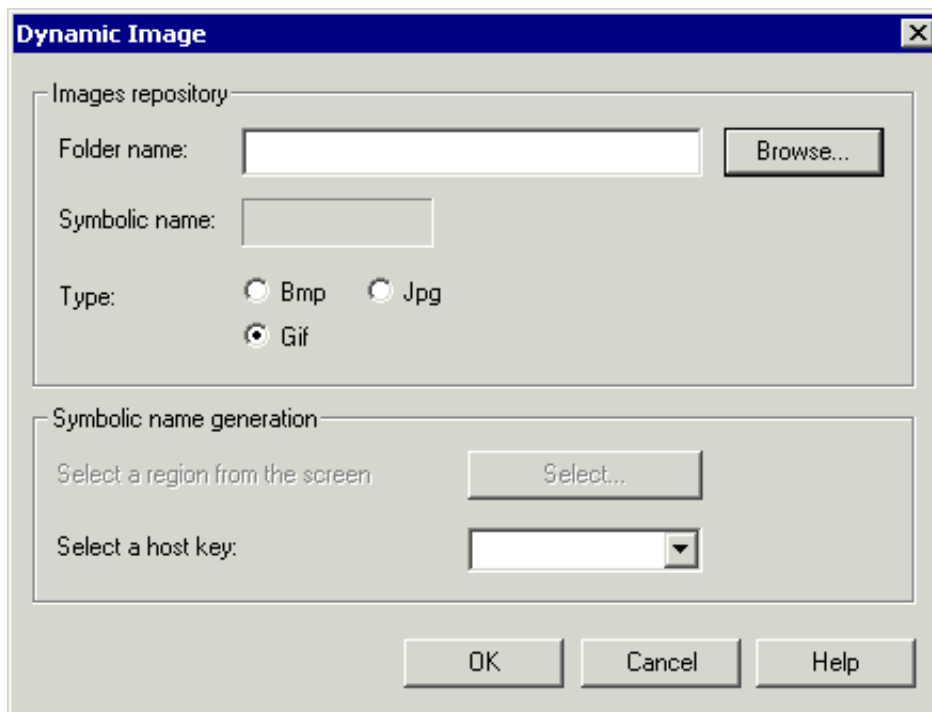
When you select this option button, you have to specify the path and name of the image (relative to the root folder of the rules repository) in the **Image** text box. You can also choose the **Choose** button to select the image from a list.

Dynamic image

A dynamic image shows the content of a file that has the same name as the selected function key.

A screenshot of a dialog box titled "Dynamic image". It contains four radio buttons: "Constant image", "Dynamic image" (selected), "Constant text", and "Dynamic text". To the right of the radio buttons is a "Choose..." button. Below the radio buttons is a text field labeled "Directory".

When you select this option button, you have to choose the **Choose** button. This displays the Dynamic Image dialog box.



The image shows a Windows-style dialog box titled "Dynamic Image". It is divided into two main sections. The top section, "Images repository", contains a "Folder name:" text box with a "Browse..." button to its right, a "Symbolic name:" text box, and a "Type:" section with three radio buttons: "Bmp", "Jpg", and "Gif" (which is selected). The bottom section, "Symbolic name generation", contains a "Select a region from the screen" label with a "Select..." button, and a "Select a host key:" label with a drop-down menu. At the bottom of the dialog are three buttons: "OK", "Cancel", and "Help".

Note:


The **Select** button is not available for this rule.

Specify the following information:

- **Folder name**
Specify a folder in your rules repository (relative to the root folder of the rules repository), or choose the **Browse** button to select the folder from a dialog box. This is the folder containing your image files.
- **Type**
Select the option button for the desired type (**Bmp**, **Gif** or **Jpg**). This is the extension of the image files that are to be used.
- **Select a host key**
Select the ENTER key, a function key, a 3270 special key or a BS2000 key from this drop-down list box. The name of the selected function key is then shown in the **Symbolic name** text box. It is enclosed in percent (%) signs.

Constant text

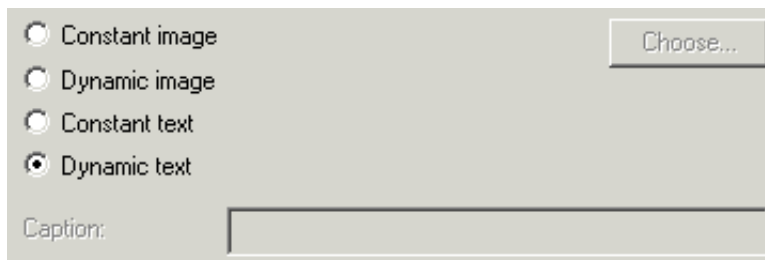
You can define your own text for a push button.

A screenshot of a configuration dialog for a button. It features four radio buttons: 'Constant image', 'Dynamic image', 'Constant text' (which is selected), and 'Dynamic text'. To the right of these buttons is a 'Choose...' button. Below the radio buttons is a text box labeled 'Caption:'.

When you select this option button, you have to enter the desired text in the **Caption** text box.

Dynamic text

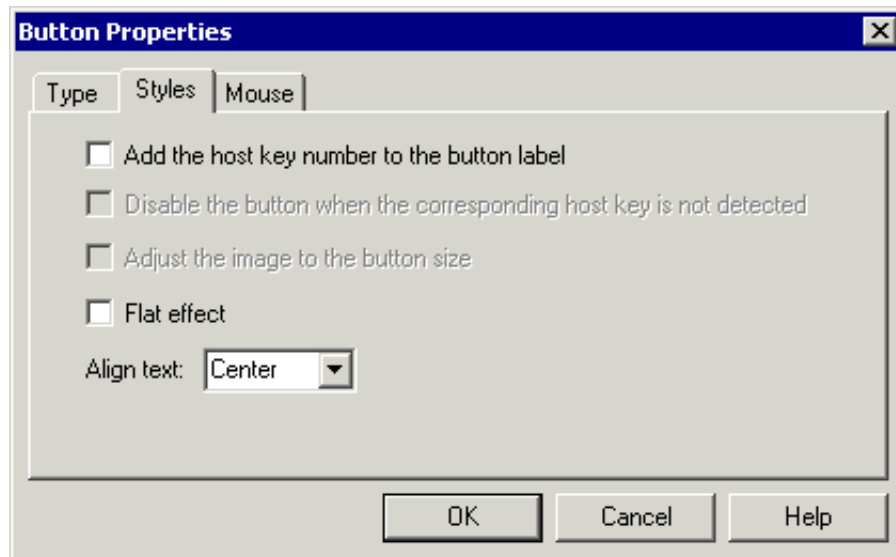
You can use the text received from the legacy application for a push button.

A screenshot of a configuration dialog for a button, similar to the one above. It features four radio buttons: 'Constant image', 'Dynamic image', 'Constant text', and 'Dynamic text' (which is selected). To the right of these buttons is a 'Choose...' button. Below the radio buttons is a text box labeled 'Caption:'.

When you select this option button, no further specifications are required.

Styles

The Styles page is used to define visual aspects of a push button.



Add the host key number to the button label

This option is only available if the check box **Always show the button** has not been selected (i.e. only the host keys that are detected on the character screen are shown as push buttons).

When this check box is selected, the name of the corresponding host key is also shown in the label of a push button. For example, "F1-Help". A prerequisite for this is that the content of each push button is defined as dynamic text (see above).

Disable the button when the corresponding host key is not detected

This option is only available if the check box **Always show the button** has been selected.

When this check box is selected, each push button for which the corresponding host key cannot be found on the screen is disabled.

When this check box is not selected, all push buttons are enabled.

Adjust the image to the button size

This option is only available for constant and dynamic images.

When this check box is selected, the image is resized so that it fills the whole push button. When this check box is not selected, the image is shown in its original size in the center of the push button.

Flat effect

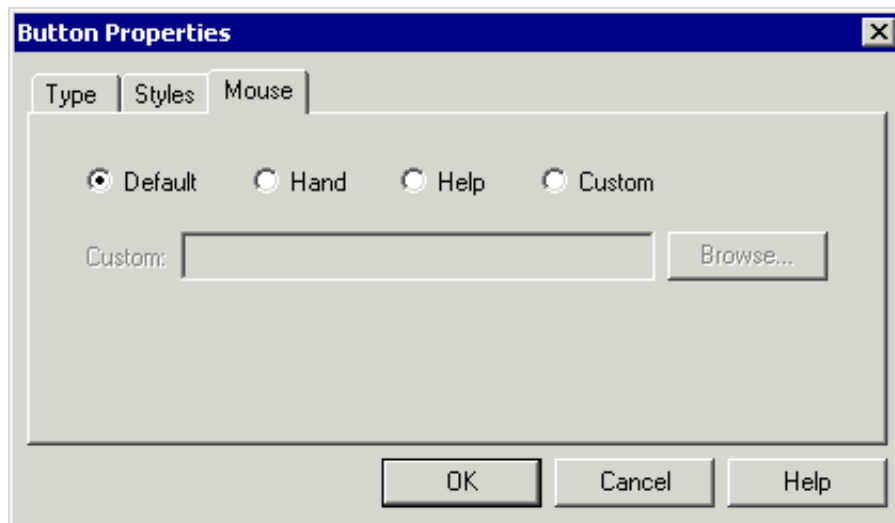
When this check box is selected, the push button will not be shown with a 3D effect.

Align text

Specify the alignment of dynamic or constant text on the push button. It can be shown on the left, on the right or in the middle of the push button.

Mouse

The Mouse page is used to define the appearance of the mouse pointer when it is positioned on a push button.



Select one of the following option buttons:

- **Default**
The mouse pointer as defined under Windows.
- **Hand**
Hand-shape mouse pointer.
- **Help**
Mouse pointer in the shape of a question mark.
- **Custom**
You can define your own mouse pointer. When this option button has been selected, you must specify a path and file name in the **Custom** text box. This can be a file with the extension *cur* or *ani*. Using the **Browse** button, you can also choose the file from a dialog box.